

RULES & REGULATIONS**1. AIMS**

To provide top level playing opportunities for all New Zealand Basketball Associations and Clubs affiliated to Basketball New Zealand (BBNZ), on a regular home and away basis.

- 1.1. To provide a competitive environment for the continuing and contributing development and exposure of New Zealand players with potential for future national and international recognition.
- 1.2. To provide a competition acceptable to the media and public so that it positively contributes to Basketball's ongoing efforts to gain prominence and recognition as a major sport in the New Zealand community.

2. CONTROLS

The Womens Basketball League, referred to as either "WBL" or "League" herewith, shall be under the control and jurisdiction of the governing body, BBNZ.

3. ENTRY ELIGIBILITY

- 3.1. Entry shall be open to Associations, and other Clubs approved by BBNZ and endorsed by an affiliated Association, that can develop a team or teams of optimum standard and ability to compete at WBL level and that can provide adequate playing facilities and show sound administrative structure and processes.
- 3.2. Teams involved in the League must be financially viable and have access to a suitable playing venue with sufficient spectator accommodation that meets the approval of the League Commission.
- 3.3. Lodgement of an entry form, team roster or similar document by any Association or Club shall be deemed to be acceptance in full of these Rules and Regulations and acceptance of any Agreement or Contracts between BBNZ and any third party that may affect the League. Each team so entering agrees to participate under the controls and regulations as laid down in these Rules and any affecting a BBNZ Agreement or Contract.
- 3.4. The full entry fee must be received by the BBNZ office before the scheduled payment date.

4. FORMAT

- 4.1. The League, shall be played in three zone conferences with teams playing one home and one away match against each team in the same zone conference.
 - 4.1.1. Points allocated shall be:
 - 3 points for a win
 - 1 point for a loss within 5 points
 - 0 points for a loss by outside 5 points
 - -1 point for a default loss
 - 4.1.2. Following a minimum of two rounds of play the two leading teams from each zone conference shall qualify for the League Finals system as determined prior to the start of the competition.
 - 4.1.3. The League Finals shall be hosted by one of the two leading teams from the designated zone conference for that year as determined by the League Manager on the basis of each zone conference being scheduled to provide the finals host on a three year cycle. Where a host from the designated zone conference cannot be found then the finals hosting option shall default to the zone conference scheduled for the next year and so on until a host venue is found. The sequence of finals hosting returns to the zone conference scheduled order for the following year in such instances.
 - 4.1.4. The League Finals shall consist of section play followed by crossover games to determine final positions.
- 4.2. Where two or more teams are drawn on points for any position affecting the finals the criteria to decide a placing shall be determined according to the criteria laid down in 4.2.1 and 4.2.2.
 - 4.2.1. Where two teams are drawn on points for any position affecting the finals the criteria to decide a placing shall be applied in the following sequence:
 - a) The team with the greater number of wins for games between the two tied teams shall be considered. If a tie still applies then (b).
 - b) The team with the greater points differential for games between the two tied teams shall be considered. If a tie still applies then (c).
 - c) The team with the greater points differential for all games played by the two tied teams shall be considered. If a tie still applies then (d).
 - d) A one game play-off shall be held at a venue determined by BBNZ.
 - 4.2.2. Where more than two teams are drawn on points for any position affecting the finals the criteria to decide a placing shall be applied in the following sequence:
 - a) The team with the greater number of wins for games between the tied teams shall be considered. If a tie still applies to more than two teams then (b). If a tie still applies to only two teams then revert to 4.2.1 above.
 - b) The team with the greater points differential for games between the tied teams shall be considered. If a tie still applies to more than two teams then (c). If a tie still applies to only two teams then revert to 4.2.1 above.

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- c) The team with the greater points differential for all games played by the tied teams shall be considered. If a tie still applies to more than two teams then (d). If a tie still applies to only two teams then revert to 4.2.1 above.
- d) Play-off games shall be held at a venue(s) determined by BBNZ.
- 4.2.3. When a play-off game is required, the Home Team shall cover the travel and accommodation costs of the Visiting Team and shall be party to such arrangements to ensure minimum costs.
- 4.3. The League season shall be determined each year BBNZ.
- 4.4. It shall be a requirement of entry that all teams must be prepared to play on Sundays, Public Holidays and any other occasion as determined by BBNZ.

5. HOME GAME PROMOTION AND ORGANISATION

- 5.1. The Home Team shall perform the following functions:
 - 5.1.1. Provide a suitable standard of after match hospitality for visiting team members and referees. Use, wherever possible, any nationally arranged sponsorship packages. Unless otherwise advised in advance the Home Team will cater for a maximum of 15 visiting team members.
 - 5.1.2. Appoint a publicity officer and actively promote each fixture and the League in general. Regular liaison with local media personnel is to be maintained.
 - 5.1.3. Undertake the duties designated by the BBNZ in regards to promotion of any League Sponsor.
 - 5.1.4. Appoint a "Home Game Controller" who will be responsible for the conduct of the games in accordance with Rule 7.2 hereof and who will act as the BBNZ representative where so required.
 - 5.1.5. Provide free access to members of the BBNZ Board and staff.
 - 5.1.6. Hold reserved seats allocation for Referee Evaluator(s) in a position in which the game can be clearly viewed.
 - 5.1.7. Arrange competent score bench personnel and statisticians, for all games.
 - 5.1.8. Provide an official match ball, court lighting and equipment of high quality standard for the match.
 - 5.1.9. Make the official match ball available to the referees 30 minutes prior to game start for evaluation and retention until game start.
 - 5.1.10. Provide floor wipers (a minimum of two) who are old enough to cope and over 10 years of age. Floor mops or brooms must be used (NOT hand towels) for health requirements. It is recommended that medical gloves should also be worn.
 - 5.1.11. Arrange for, at least, a 1 hour pre-game practice for the Visiting Team at the match venue. The Visiting Team must be advised in advance if any circumstances prevent this being arranged and alternatives should be offered.
 - 5.1.12. Provide a lockable change room and key for use by the visiting team.
 - 5.1.13. Provide a changing room for referees.
- 5.2. All games shall be played under the current playing rules of FIBA except where BBNZ alterations have been determined and with the following exception:
 - 5.2.1. Excluding the Finals, the Home Team shall have the choice of bench, basket and ball.
 - 5.2.2. The technical equipment and stadium facilities shall be in accordance the Internal Regulations and BBNZ.
 - 5.2.3. A report on the result of the game including such details as designated by the League Manager shall be emailed to an appointed results service centre within 1 hour of the end of the game. This action does not replace in any way the requirement to email game stats files and post all official, original score sheets and game report documents to the League Manager, or its appointed agent, within the officially advised time frame.
 - 5.2.4. The electronic game file, once checked against the official scores sheet for correct individual player scoring and fouls, shall be emailed to all recipients identified by the League Manager no later than 1 hour following the conclusion of a game.
 - 5.2.5. A copy of the score sheet shall be faxed to all recipients identified by the League Manager no later than 1 hour following the conclusion of a game.
 - 5.2.6. The original score sheet and game report document shall be posted by "FAST POST" to the League Manager to arrive no later than the Tuesday immediately following the playing of a game.
 - 5.2.7. Should a protest or report by a team or official be lodged and recorded on the score sheet, a copy of the protest shall be faxed to the League Manager, or its appointed agent, no later than 1 hour following the conclusion of a game.
 - 5.2.8. It shall be the responsibility of the Home Game Controller, or any other person so designated by the League Manager, to advise any player or coach incurring a disqualifying foul of the procedures involved as outlined in Rule 8.2 hereof as a consequence of receiving that foul.
 - 5.2.9. Where a programme blank is provided by the League Sponsor, teams must make a programme on this available, or incorporate it as part of their programme.

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- 5.2.10. The Home Game Controller shall ensure that no air horns or any other device that conflicts with a signal associated with the game is used in the venue. The Home Game Controller shall also ensure that no placards, banners etc of an offensive or personal nature are displayed in the venue.
- 5.2.11. The Home Game Controller shall ensure that all game commentary and announcements via the public address system are of a neutral nature.
- 5.3. Any breach of Clause 7 hereof may be liable to a fine of \$50.00 for a first offence and \$100.00 for each offence thereafter. Such penalties shall be determined by BBNZ who shall affix a due date at the time of imposing such penalties.
- 5.4. Substandard performance in the area of Home Game promotion may result in a team being deemed unacceptable for the following year's League.

6. SPONSORSHIP SIGNAGE

- 6.1. Signage layout must comply with any guidelines outlined by BBNZ.
- 6.2. Teams have the right to utilise these court-side signage spaces provided:
- 6.2.1. The two spaces in front of the visiting team's bench are for the use of the visiting team;
- 6.2.2. Teams have use of 12 of these court-side signage spaces;
- 6.2.3. Signs are no larger than 2.4 metres in length and 0.6 metres in height;
- 6.2.4. Signs are set back 2 metres from the court boundaries; and
- 6.2.5. Signs are of a construction that will not injure players
- 6.3. On-court signage is permitted but may not be used for television games without the permission of BBNZ.
- 6.4. No signage is permitted on the backboards. Signs are permitted on the backboard upright supports (floor to board). Any such signs are to be no larger than 0.6 metres square.
- 6.5. Aerial signage is not allowed above the court or within 3 metres surrounding the court.
- 6.6. The overall impression of the stadium must be that no single team sponsor shall overshadow the League naming sponsor.

7. TEAMS

- 7.1. Team entry form and team rosters shall be submitted to the League Manager no later than 30 days prior to the start of the competition and must be suitably endorsed by the team's affiliated Association and accompanied by the League Entry Fee to be valid.
- 7.2. Each team roster form shall detail the playing number, players full name correctly spelt, date of birth, birth place, height and playing position of each player and any other information requested by the League Manager. Each player so listed shall endorse her inclusion on the team roster by signing the form or shall provide some other form of endorsement acceptable to the League Manager.
- 7.3. No team roster form shall contain more than twenty (20) player's names. Registration of up to five (5) of the maximum twenty (20) registered players may be withheld from the initial roster and these may be added up until the midpoint of the season (being the start of the second round) or a later date if so designated by the League Manager prior to the start of the competition.
- 7.4. In the event of any duplication of names on registration forms received from two or more teams, the player's name shall be eliminated from all team rosters and the effected teams notified of such action. The League Manger may reinstate or replace a player following consideration of submissions received on the matter within 7 days of the elimination notice being sent.
- 7.5. **NEW ZEALAND PLAYER**
A New Zealand Player shall include or be deemed to include:
- 7.5.1. A New Zealand Player shall be one who has New Zealand citizenship.
- 7.6. **RESTRICTED PLAYER**
- 7.6.1. A Restricted Overseas Player shall be one who is not a New Zealand Player as define in Rule 7.5.
- 7.6.2. A copy of the Foreign Player Licence must be lodged with the League Manager.
- 7.6.3. Each team shall be allowed a maximum of one (1) Restricted Player.
- 7.7. **CHANGES TO TEAM ROSTERS**
- 7.7.1. A player classified as a Restricted Player and registered before the designated midpoint of the season may be replaced on a team roster for any reason during all rounds of League play, but may not be replaced for, or during, the playing of the League Finals.
- 7.7.2. A Restricted Player replaced under 7.7.1 is eligible to represent another team if it is at a time before the designated midpoint of the season and provided that the team removing the player submit written advice to the League Manager, clearing the player of all obligations to that team. The player involved must also sign the submitted form requesting official clearance to represent her new team.
- 7.7.3. A Restricted Player replaced under 7.7.1 is not eligible to represent another team in the League if it is at a time after the designated midpoint of the season.

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- 7.7.4. A player classified as a New Zealand player and registered before the designated midpoint of the season may be replaced on a team roster for any reason before the designated midpoint of the season.
- 7.7.5. A New Zealand Player replaced under 7.7.4 is eligible to represent another team if it is at a time before the designated midpoint of the season and provided that the team removing the player submit written advice to the League Manager, clearing the player of all obligations to that team. The player involved must also sign the submitted form requesting official clearance to represent her new team.

7.8. UNIFORMS

Uniforms must be as follows:

- 7.8.1. Teams must register their main uniform colours and alternative uniform colours, of which one is a dark colour and the other a light colour, in detail on their team entry form. These shall remain fixed and may only be altered on application to the League Manager.
- 7.8.2. Uniform numbers used may be: 4-15 plus 20-25, 30-35, 40-45, 50-55 with numbers clearly displayed front and back in accordance with FIBA rules.
- 7.8.3. Players surnames may be displayed on the back of all players uniform tops, above the number. All names must be in a clearly visible, contrasting colour to the uniform.
- 7.8.4. Sponsors' logos and names are permitted but must be placed in such a manner that player's number remain clearly visible.
- 7.8.5. Where a League's 'naming sponsor' logo is provided, this shall be attached to all uniform tops in either the front top right or top left.
- 7.8.6. The Home Team shall wear their main uniform for all home games.
- 7.8.7. Where a clash of colours occurs in any one game the Home Team shall wear their main uniform colours and the Visiting Team shall revert to their alternative uniform colours.
- 7.8.8. T-shirts worn under the top must be the same single colour as the predominant colour of the uniform top. A medical certificate must be supplied before a t-shirt may be worn.
- 7.8.9. The Visiting Team shall supply, at least 80 hours before the start of each game:
- the playing personnel including their playing numbers, heights, ages and positions.
 - the names of the coach, assistant coach (if applicable), manager, and any other non-playing personnel forming the "team bench" (eg: trainer, physiotherapist or doctor).
 - the team accommodation and travel details.

8. DISQUALIFYING FOULS

- 8.1. When a disqualifying foul is imposed on any player or coach a report on the incident relating to the foul shall be submitted by the referee. The report shall be written on the reverse of the official score sheet and forwarded to the League Manager immediately and shall also be made available as soon as practically possible to the teams involved.
- 8.2. Any player or coach who receives a disqualifying foul as mentioned in Rule 10.1 hereof, shall be given a copy of the score sheet report and advised by the League Manager or their representative (see 7.2.6) at the fixture involved, that the said player or coach has the right to present their written submissions relating to the incident to the League Manager within 72 hours of the incident.
- 8.3. Having received all evidence relating to the incident BBNZ may impose a further penalty. Any penalty imposed by BBNZ may be appealed in accordance with BBNZ Judicial Regulations.
- 8.4. Any player or coach who is disqualified from more than one game in any one season shall be automatically suspended from participation in his/her team's next scheduled game and may be liable to further penalty in accordance with Rule 9 hereof.

9. PENALTIES

- 9.1. BBNZ may impose either a monetary, suspension or other form of penalty for any breach of the foregoing Rules and Regulations.

10. BBNZ INTERNAL REGULATIONS

(To be supplied to all Associations and Teams entered)